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SEE THE BACK INSIDE COVER FOR ALL VARIANT COVERS

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DYNAMITE IN THE NEWS - OCTOBER 2013

DYNAMITE SIGNS DOC SAVAGE LICENSE WITH CONDE NAST, NGING BACK THE MAN OF BRONZE IN A NEW SERIES BEGINNING IN DECEMBER



Dynamite is proud to Dynamite is proud to announce signing new agreement with Condé Nast that v bring back the legendary man of action Clark Savage Jr. in an all-new Doc Savage comic book series scheduled to debut in December 2013. The second project developed as part of their licensing partnership with Condé Nast, the new Doc Savage follows on the heels of their top-selling comic book series, The Shadow, and its related spin-off titles. Chris Roberson, acclaimed comic book writer of Masks and iZombie, joins talented artist Bilquis Evely as the contributing cre-ators. The first issue will feature a cover by superstar painter Alex Ross (Kingdom Come, Marvels, Masks), with special variant cover editions also provided by John Cassaday (Astonishing X-Men, Uncanny Avengers) and Stephen Segovia (X-Treme

n the course of my comics career, I've been "In the course of my comics career, rive been lucky enough to work on nearly every char-acter and series that mattered the most to me growing up," says the New York Times bestselling author, Chris Roberson. "Doc Savage is one of the final characters left on Savage is one of the lina characters left on my bucket list. Growing up in the 70s, it was impossible to miss the Doc Savage reprints in every bookstore and on every newsstand, with those striking covers. Doc quickly became and remained my absolute favorite
of all of the pulp heroes, and the stories of Lester Dent were a huge influence on my own writings."

Readers were first introduced to the pulp adventures of Doc Savage in 1933, courtesy of Doc Savage Magazine by Street and Smith Publications. Raised from the cradle to be the pinnacle of mental and physical perfection, Clark Savage Jr. travels the world perfection, Clark Savage Jr. travels the world using science and sinews to right wrongs, aid the oppressed, and liberate the innocent. With his team of able associates at their headquarters high atop the tallest building in the world, he is tireless in his pursuit of knowledge and justice. In many ways, Doc Savage was one of the most significant pre-cursors of comic book superheroes, and cursors of comic book superheroes, and action heroes of the 20th century in general," says Roberson. "You can see elements of the character in everything from Superman to Batman, the Fantastic Four to James Roud." Doc Savage tales appeared regularly in a variety of media (including novels, comic books, radio serials, and film) over the eighty years since the character's inception.
The setting of the new Doc Savage comic book series is fitting, as the breadth of its action extends over many decades. "The story we're telling is pretty sweeping in scope," says Roberson. "We start in 1933, scope," says Roberson. "We start in 1933, soon after Doc Savage made his first public appearance. The next issue takes place in appearance. The next issue takes place in the late 1940s, shortly after the last published issue of the Doc Savage pulp magazine. The third issue jumps forward to the early 1960s, and so on. Each of these issues will be self-contained adventures that gradually niece together into one larger story spanning some 80 years. The approach we're taking is, just because the magazine was no longer being published, that doesn't mean that Doc wasn't still out there saving the world

New York Times bestselling writer Chris Roberson is best known for his Eisner-nomi-nated ongoing comic book series iZombie (co-created with artist Mike Allred), his modern fantasy series Memorial (co-created with artist Rich Ellis), the Fables spinoff Cinderella, and his work on Superman, Star Trek/Legion of Super-Heroes, Masks, and Elric: The Balance Lost. His current projects nclude Edison Rex with Dennis Culver, The Mysterious Strangers with Scott Kowalchuk, and both Codename: Action and The and both Codename: Action and Shadow as published by Dynamite.

Artist Bilguis Evely is a talented newo to the comics scene. Most recently, Evely contributed interior artwork to the Condé Nast-licensed one-shot special comic book, The Shadow Annual 2013, debuting in stores in early September.

"We are so incredibly pleased to add Doc Savage to our proud line of comic books," says Nick Barrucci, CEO and publisher of Dynamite. "Its high adventure in exotic locales, its atmosphere of mystery and magic, and its retro-cool science fiction make for the perfect addition alongside our other Condé Nast mainstay, The Shadow. Chris Roberson is the perfect writer for the Chris Hoberson is the periect writer for the series. He'll be presenting Doc's journey from its beginning to now, highlighting his triumphs and loss (including many of his closest friends, who he will outlive), and establishing how Doc made it through the decades and continues his mission in today's society."

Doc Savage #1 will be solicited for retailer order through Diamond Comic Distributors' October Previews catalog, corresponding to items shipping in December 2013. Th accomplished industry artists provide cover variants:

Alex Ross, bestselling and multiple award-winning artist of Kingdom Come, Justice, and Marvefs, will provide an iconic cover for Doc Savage #1 and future issues, as well.

John Cassaday of Astonishing X-Men and Planetary fame provides a "VIP Edition" vari-ant comic book offered to qualifying comic shop retailers that support the la strong orders.

Stephen Segovia (X-Treme X-Men, Adventures of Superman) will provide a variant cover that select stores in the USA, Canada, and the UK may share as a retailer exclusive.

conic book lans are encouraged to reserve copies of Doc Savage #1 with their local comic book shop or hobby specialty store. Doc Savage #1 will also be available for individual customer purchase through digital platforms courtesy of Comixology, Iverse, and Dark Horse Digital





ISSUE #3

he Shadow is wounded, pennile nd on the run. He's down, but he not out. Khan's assassins move in for the kill, but the Shadow knows it's a stake to count him out. Meanwi Khan's plans are further revealed as he makes new alliances in New York's underworld. The deadly battle begins



Berrucci, CEO / Publ Collado, President / Johnson, Art Director

DYNAMITE DIGITAL EXCLUSIVE CONTENT!

A BEHIND-THE-SCENES LOOK AT THE SHADOW NOW #2, FROM DAVID LISS' SCRIPT TO DAVID COLTON'S LINE ART & COLORS

PAGE 1

PANEL 1

Exterior image. Night. A cheap motel with a flashing neon sign with the inevitable burntout letters. We can red RE HO K MOT L only. In the foreground, a haggard old woman in a tattered raincoat pushes a shopping cart down a deserted road -- maybe a stripped car is visible on the side. This is a crappy motel in a crappy part of town.

Right next to the motel we should be able to see a hardware store. It's going to be a part of the story later, so showing the proximity now would be useful.

CAPTION

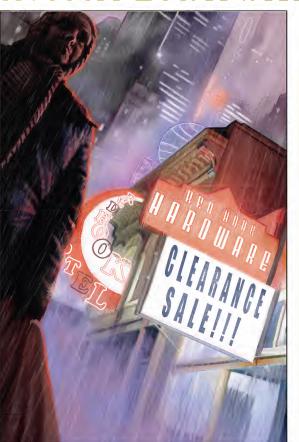
After years in the east, in the mystical fortress if Shambhala, I have returned to New York. I planned to take up the mantle of the Shadow once more, and with the aid of my network, fight the forces of evil.

That plan's pretty much down the crapper.

The network is gone, infiltrated and destroyed by my oldest enemy, Shiwan Khan. I've been shot. I have only one ally left -- Margo Forsythe, the granddaughter of my old flame, Margo Lane.

CAPTION

She isn't happy to be here, but I guess it beats getting killed.



DYNAMITE DIGITAL EXCLUSIVE CONTENT!

A BEHIND-THE-SCENES LOOK AT THE SHADOW NOW #2, FROM DAVID LISS' SCRIPT TO DAVID COLTON'S LINE ART & COLORS

PAGE 2

PANEL 1

Interior of the motel. It's a dimly lit room full of run down furnishings -- twin beds with tattered bedspreads, amps with no shades, torn curtains, stained carpet, etc. The specifics are less important than the general feeling of sleaziness and filth. There should be take-out containers of food on the tabletops, maybe some bandages and other medical items. Let's make sure to create the impression that a seriously injured man is staying in the room. Cranston lies on a bed, shirtless and bandaged around his upper chest and shoulder. In the previous issues he was shot in the back, below the shoulder, so bandage accordingly. He looks like crap. Margo stands over him, arms folded, looking unhappy. She wears jeans and a black t-shirt and looks good despite being tired and hagagad. Her hair is a mess.

CAPTION

Though I doubt Margo would admit it.

PANEL 2

Margo injects Cranston in the arm with a hypodermic needle. Her expression shows her distaste. Cranston watches her, attempting to smile.

CAPTION

We've got killers after us and no resources. Margo hates being stuck with me, but doesn't dare strike out

I'll give her this. She makes the best of it and does her duty.

CRANSTON

You'd make a fine nurse. All you need is the uniform.

MARGO

God, you're such a relic. They do allow women to be doctors now.

CRANSTON

And lawyers too, from what I hear. Where will it end?

PANEL 3

An angry Margo walks away from Cranston. He is still smiling at her.

CAPITON

She looks so much like her grandmother when she was young, but she's an entirely different person. I have to make sure I remember that. And she's got skills of her own.

PANEL 4

Exterior night. Let's make the color a little gray or something to indicate this is a flashback. Margo, in a hoodie, picks the lock of a store on an abandoned street. We can make out the word PHARMACY in the window

FLOATING TEXT

The previous night.

CAPTION

With no money and no friends, she still found a way to get me antibiotics. She saved my life. Maybe a little grudgingly, but she did it.

PANEL 5

Back in the dimly-lit room, which is now even more dimly lit, Cranston lies asleep on the bed. Margo sits in a chair by the window, peeling back the curtains to peer out.

CAPTION

She threw her lot in with the Shadow Agency. Maybe she thought she had to because of who her grand-mother was. Maybe she wanted to understand her past.

CAPTION

Whatever she was looking for, it wasn't a life of poverty, hiding out in a cheap motel in one of the worst neighborhoods in the city.



DYNAMITE DIGITAL EXCLUSIVE CONTENT!

A BEHIND-THE-SCENES LOOK AT THE SHADOW NOW #2, FROM DAVID LISS' SCRIPT TO DAVID COLTON'S LINE ART & COLORS

PAGE 3

PANEL 1

Interior. A crummy supermarket. Margo is handing over a \$20 bill reluctantly to an impatient cashier.

CASHIER

\$19.54, honey.

MARGO

Prices are a little high, don't you think?

CASHIER

You want cheap groceries, go to where the rich folk live.

CAPTION

Considering my considerable wealth, it shouldn't be this way, but Khan is clever and ruthless.

PANEL 2

Exterior. Cranston's estate. Men in suits walk around the property with clipboards. CAPTION

He's gotten the banks to believe they can foreclose on my properties.

PANEL 3

Margo stands outside an ATM. The word DENIED flashes across a screen.

CAPTION

I know this much -- it means we're broke.

PANEL 4

Back in the hotel room. Cranston stares off into space. Margo sits on a chair, arms crossed, looking angry.

CAPTION

We have nowhere to go and no resources to strengthen our position. It's bad.

PANEL:

Same image, but both of them are now looking toward the window as they hear a commotion from outside.

VOICE #1

This is my store. Get out of here before I call the cops.

VOICE #2

Cops ain't coming, bitch.



DYNAMITE DIGITAL

A BEHIND-THE-SCENES LOOK AT THE SHADOW NOW #2, FROM DAVID LISS' SCRIPT TO DAVID COLTON'S LINE ART & COLORS

PAGE 4

PANEL 1

Cranston sits sup in bed, gesturing toward the window. Margo picks up the phone. CRANSTON

You hear that? Someone's standing up to those hoods we've seen around here. He's in trouble.

MARGO We're in trouble. I'll call the police. They'll deal with it. It's their job.

PANEL 2

Cranston begins, with great difficulty and -- based on the grimace on his face -- apparent pain to pull himself out of bed. Phone still in hand, Margo watches.

MARGO

Are you really going to try to play the hero? You can barely move.

PANEL 3

Cranston limps off to the bathroom, pulling a bundle of dark clothes -- and a fedora -from the table as he walks. Margo trails after him.

CRANSTON

You've lost everything because my enemy wanted to keep me from doing what I do. I can't let that happen.

MARGO

And how is your getting yourself killed going to help me?

CRANSTON

If I'm killed, no one will bother to hunt you down.

PANEL 4

Close up of Margo, looking upset.

PANEL 5

From inside the bathroom, Margo opens the door and steps in.

MARGO

Maybe I was a little harsh, but--

PANEL 6

Margo stands in the empty bathroom, hands on her hips. A window is open, and the wind blows the curtains.

MARGO

Okay, maybe he's a little impressive.

